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## IN THE CLAIMS:

Please amend Claim 1 as shown.

Please cancel Claims 2, 20-28 and 30.

- 1. (Currently Amended) A method of storing and accessing a copy of digital content located on a physical medium in possession of a user on a server for subsequent access thereon by the user, said method comprising the steps of:
  - a. establishing a communication link with the server;
  - b. providing to the server over the communication link a request to store a
    copy of the digital content on the server;
    - c. providing to the server over the communication link a user ID;
  - d. uploading the digital content from the physical medium to the server over the communication link;
  - c. subsequent to the step of uploading the digital content, providing a request to the server to receive the digital content from the server;
  - f. subsequent to or simultaneous with the step of providing the request to receive the digital content, providing to the server the user ID; and
  - g. receiving the digital content from the server only after performing step (f):
  - h. compressing the digital content prior to performing the step of uploading the digital content.
- 2, (Canceled)
- 3. (Original) The method of claim 1 wherein the digital content is received by a rendering device.
- 4. (Original) The method of claim 3 wherein said rendering device is a portable digital content player.

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- 5. (Original) The method of claim 3 wherein said rendering device is an audio player.
- 6. (Original) The method of claim 3 wherein said rendering device is an audio/visual player.
- 7. (Original) The method of claim 3 wherein said rendering device is a printing apparatus.
- 8. (Original) The method of claim 1 wherein the communication link is established over a computer network.
- 9. (Original) The method of claim 8 wherein the computer network is the Internet.
- 10. (Original) The method of claim 3 wherein the digital content is received by the rendering device over a wireless transmission link.
- 11. (Original) The method of claim 1 wherein the digital content includes audio content.
- 12. (Original) The method of claim 1 wherein the digital content includes video content.
- 13. (Original) The method of claim 1 wherein the user ID provided in step (c) is provided from an IC chip.
- 14. (Original) The method of claim 1 wherein the user ID provided in step (f) is provided from an IC chip.
- 15. (Original) The method of claim 13 wherein said IC chip is a non-contact IC card:
- 16. (Original) The method of claim 14 wherein said IC chip is a non-contact IC card.
- 17. (Original) The method of claim 1 wherein the user ID comprises biometric data.

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- 18. (Original) The method of claim 1 wherein the step of receiving digital content comprises the step of receiving only a segment of the digital content and further comprising the step of providing to the server the user ID in order to receive a subsequent segment of the digital content.
- 19. (Original) The method of claim 14 wherein the step of receiving digital content comprises the step of receiving only a segment of the digital content and further comprising the step of providing to the server the user ID in order to receive a subsequent segment of the digital content.

## 20-28. (Canceled)

- 29. (Original) A method of storing and downloading a compressed copy of digital content to a subscriber in possession of a physical medium on which an uncompressed copy of the digital content is located, said method comprising the steps of:
  - a. receiving a request to store a copy of digital content from the subscriber over a communication link;
    - b. receiving over the communication link a subscriber ID;
  - c. receiving over the communication link a compressed copy of the digital content from the physical medium in the possession of the subscriber;
  - d. subsequent to the step of receiving the compressed copy of the digital content, receiving a request to download the digital content to the subscriber;
  - e. subsequent to or simultaneous with the step of receiving the request to receive the digital content, receiving the subscriber ID; and
  - f. providing the compressed copy of the digital content to the subscriber over the communication link.

30. (Canceled)